CLASSIC GAMING EXPO 2004

San Jose, California

August 21-22, 2004

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2D Fighters don't change until the King decrees it so.

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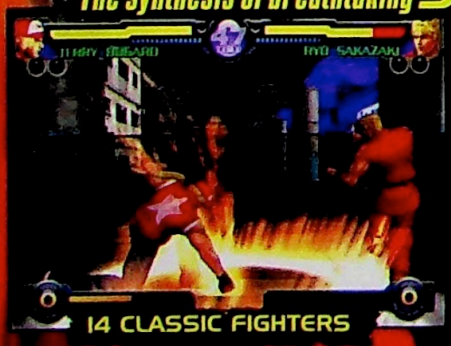
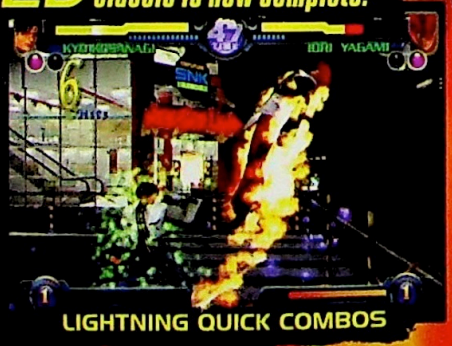


14 CLASSIC FIGHTERS

5 NEW WARRIORS



LIGHTNING QUICK COMBOS

TEEN T
Suggestive Themes
Violence
CONTENT RATED BY ESRB

PlayStation.2

SNK NEOGEO

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WELCOME & THANKS

Welcome to Classic Gaming Expo 2004!!!

When this show first opened in 1998 no one really knew what to expect. The concept of "retro" gaming was still relatively new and was far from mainstream. It was a brave new world, where gaming fans worked to bring everyone together for a fun-filled weekend reminding us of how we got so excited about videogames in the first place.

This year's event feels like that first time. For the last six years Classic Gaming Expo has taken residence in the glamorous confines of sin city, Las Vegas. It was a great run but recently we began to notice that Las Vegas is, in fact, an island. We could promote the show 24/7 for months but the one thing we could not change is that there are very few native gamers in the area. Everyone attending Classic Gaming Expo was in Las Vegas specifically to attend this show – so unless you were prepared to take a vacation on that weekend, you were going to miss it year in and year out.

The move to San Jose not only brings the excitement of a fun-filled gaming weekend to a brave new world, but this brave new world also happens to be the home of videogaming itself. The roots of everything you know and love about this industry sprang not far from this very building. We think it's time to sow some new seeds and build a new home. A place where we can all experience the games, the people, and the excitement that filled our youth, all over again.

The most obvious change in the show's venue – other than it's enormous growth in space – is the addition of many distinguished guests whose names may ring like sweet music to your ears. A record-breaking number of industry legends join us here this weekend, many of whom are still working in the industry. They all remember how it began, how it grew, how it survived, how it has succeeded… and they're here to share those experiences with us.

This year there will be more to see, more to play, more to do, but most importantly, there is much more to HEAR. No one will ever get the insights and memories of our favorite industry as you will on this weekend. Enjoy the games, recapture the early magic of electronic entertainment, soak in the retro sounds of an era gone by… but be sure to learn about it from the other side: from the men and women who made it all happen.

We would be remiss if we didn't mention many of the fine people who make THIS show happen. Just beyond our guest speakers, esteemed exhibiting teams, and generous sponsors lies a core of devoted gamers who keep this show on the right path year after year. To the core team: Jayson Hill, Rob and Brian Mundo, Don Rogers, Scott Stilphen, Debra Keller, Glenn Bruner, Jim Combs, Jerry Jessop, Kevin Staszkow and Larry Anderson; the museum curators Rik Morgan, Chris Nieman, Chris Romero and Dan Blitz; our live entertainment director Seth Sternberger; and a host of volunteers who are the very life blood of this Expo, we thank you all. Without the dedicated efforts of these folks as well as you, the attendees, this show would not go on.

It's time to have some fun.

Game on, brothers and sisters!

John, Sean, & Joe
Organizers, Classic Gaming Expo

Classic Gaming Expo is a Production of CGE Services Corp.
For More Information:
www.cgexpo.com e-mail: info@cgexpo.com Phone: 516-568-9768

AD INDEX

4 Jays 15
Atari2600.com 13
B&C Computervisions 23
CDW Game Source 19
Cloanto Corp. 22
Digital Eclipse 14
Digital Press 22
Dreamcast History 18
GamGator 2000 13
Good Deal Games 15
Graphic-Violence 16
Intellivision Productions .....IBC
JAKKS Pacific 14
Konami 24
Messiah Entertainment 17
Midway 21
Moby Games 18
Nurve Networks LLC 23
NVIDIA .....BC
NWCGE 20
Oldergames 24
Packrat Video Games 17
Retrogaming Radio 20
SNK Neo Geo .....IFC
Songbird Productions 16
Sprint PCS 26
Techno Source 19

Additional Exhibitors

CGE Services Corp.
Dman's Total Conversions
Fresno Commodore Users Group
HH Wolfman
Master Technologies
Micromusic.net
Theylive.com
Twin Galaxies
Video Game Collector

The Classic Gaming Expo Staff would like to thank the following people for their very generous support. Without their help this program would not have happened.

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CLASSIC GAMING EXPO 2004 SCHEDULE

Saturday

9:00 AM	Show Opens
11:00 AM – 12:00 PM	Lunch Time Concert (Main Hall)
9:00 AM – 6:00 PM	Vendors/Exhibitors (Main Hall)
9:00 AM – 6:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 6:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 6:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 6:00 PM	Collectors' Buy/Sell/Swap Session (Swap Room)
9:00 AM – 6:00 PM	Twin Galaxies High Score Competition (Main Hall)
6:00 PM	Show Closes
6:00 PM – 8:00 PM	Live Auction (Conference Room)

Sunday

9:00 AM	Show Opens
9:00 AM – 5:00 PM	Vendors/Exhibits (Main Hall)
9:00 AM – 5:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 5:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 5:00 PM	Collectors' Buy/Sell/Swap Session (Swap Room)
9:00 AM – 5:00 PM	Twin Galaxies High Score Competition (Main Hall)
5:00 PM	Show Closes

NOTES:

The schedule for the keynote speeches will be posted on the wall outside the show on Friday night. Many of the speakers have no choice but to make their plans at the last possible minute, which makes scheduling the speeches impossible until a day or two before the show opens.

ALUMNI

LEE ACTOR

Lee was the first programmer at Nolan Bushnell's Sente and designed the revolutionary coin-op, Snake Pit. He also was responsible for Hat Trick, Team Hat Trick, and Street Football. In addition, he is extremely well-known for his Atari 8-bit music masterpiece - Advanced Music System.

AL ALCORN

After beginning his career at Ampex in 1968, Al was hired as the second employee of Atari and their first engineer. While at Atari he designed the first commercially successful coin-operated video game called PONG. In 1974 he built the first video game on a custom chip (home Pong) followed by work on the Atari VCS home video game machine which launched the cartridge video game industry.

KARL ANDERSON

Karl was an Atari coin-op programmer who worked on several early laserdisc projects. Karl's contributions involved pre-Firefox laserdisc-based games like The Last Starfighter.

MICHAEL BECKER

Aside from being the Art and Creative Director at Imagic, Michael has been involved in numerous industry firsts. He created of the first group of artists to work with programmers in 1982, the first version of Madden Football in 1984, the first products using digitized graphics, the first parser games with graphics, Appleís first multimedia products and the first interactive video titles (Sewer Shark and Night Trap).

JAN BOEHM

Jan started her six year career in Atari's Software Department where she gradually assumed the technical tasks involved in prototyping pre-released games: downloading games-in-process, EPROM board assembling, and overseeing game testing. Jan eventually became the liaison between Purchasing, the Software Dept., and Manufacturing, and supervised all new ROM products from early development through final release. Jan is known as the "Prototype Lady" in collecting circles because many of Atari's protos state: "Return to Jan Boehm, Consumer Division, Software Dept."

ROBERT BROWN

Bob was one of the founders of the Atari consumer division where he directed the development of the Atari 2600 and the first 25 games for that system. While at Atari he also developed the Atari Video Music product. From there, Bob branched out and founded Arcadia/Starpath, makers of the cassette-based Supercharger add-on device for the VCS.

STEVE CARTWRIGHT

Steve was one of the ace programmers at Activision. Over the years he has entertained us with such hit titles as Megamania, Frostbite, Barnstorming, Plaque Attack, and Seaquest for the Atari 2600, as well as Hacker & Hacker 2 for various computer systems.

GARTH (TONY) CLOWES

Tony founded Entex Industries, Inc. in 1969. Entex became a leader in electronic products building up to worldwide sales of close to $100 million utilizing many of Clowes' inventions including the world's first true voice recognition products and the first multi-player electronic games. Entex is best known in videogame circles for it's Adventurevision console as well as it's line of incredible handhelds including the best-selling Space Invaders game.

FRANK COHEN

Frank is the master programmer who designed a number of 8-bit computer classics such as Clowns & Balloons, Cohen's Towers, Scrolls of Abadon, Ghost Chaser, Ollie's Follies and Scooter. In addition, he programmed MASH for the Atari 2600.

DAVID CRANE

Best known for the Activision mega-hit Pitfall, David actually got his start at Atari where he created such hits as Slot Machine, Outlaw, and Canyon Bomber. At Activision, he designed a string of hits including: Activision Decathlon, Dragster, Fishing Derby, Freeway, Ghostbusters, Grand Prix, Laser Blast, Skateboardin', and Super Skateboardin' (7800). Other titles include A Boy and His Blob, Little Computer People, and Amazing Tennis. In addition to his software achievements, David is a hardware whiz who helped in the design of the Atari 800 computer's operating system, as well as two integrated circuits designed for video game applications.

DON DAGLOW

Don got his start by writing the first computer baseball ever made (on a PDP-10 mainframe). He joined Mattel where he wrote Utopia and contributed to TRON Solar Sailor. Don later went to Electronic Arts where he hired numerous former Intellivision programmers and designers to develop such hits as Adventure Construction Set, Earl Weaver Baseball, and Racing Destruction Set.

JAMIE FENTON

At Bally, Jamie designed the classic pinball game, Fireball, which was designed for home use. She later went on to design the Bally Astrocade and the Bally Basic Interpreter. Her arcade achievements are numerous including such classics as Gorf and Robby Roto. Jamie then formed Macromind and coded the fantastic MacroMedia Director.

ANDREW FUCHS

Andy joined Atari in 1981 to work as a sound designer and software engineer. While there, he developed the sounds and music for many 2600 and 5200 games including Millipede, Obelix, Pengo, and Stargate. He also programmed several sound editors for the Atari 800, and collaborated on a range of sound, music, and speech software.

Please note: The alumni listings are current as of this printing and are subject to change.

ROB FULOP

Rob is the man behind the 2600 conversions of Night Driver and Missile Command, as well as Space Invaders for the Atari 8-bit computers. After Atari, Rob joined Imagic where he wrote the award-winning Demon Attack, in addition to Cosmic Ark and Fathom. For Hasbro, he engineered the design for Sewer Shark and Night Trap. Both of these feature length interactive movies were later released by Digital Pictures.

KEITHEN HAYENGA

During his tenure with Atari, Keithen Hayenga designed several games for the Atari 5200 SuperSystem, most notably RealSports Baseball. Groundbreaking for its time, Baseball incorporated digitized speech at a time when home videogame systems required a seperate add-on module for speech synthesis.

ROGER HECTOR

Roger got his start at Atari in 1976, where he worked on Battlezone and Warlords and was later promoted to Director of Advanced Products. In 1982, he founded Videa with several other Atari alums, where he contributed to Meltdown, an unreleased VCS game from Fox. After Videa was acquired by Nolan Bushnell's Sente Corporation, Roger served as the Senior VP of Engineering, where he was responsible for the arcade hits Snake Pit, Hat Trick, Night Stocker and Mini Golf. He later joined Electronic Arts as an Executive Producer where he worked on Jordan Vs. Bird: 1 on 1, Zany Golf and Skate or Die.

MATT HOUSEHOLDER

Matt is the designer and co-programmer of the Krull arcade game. He also programmed the unreleased Coleco version of Moon Patrol that was to be published by Atarisoft. Matt also contributed to the "Games Series" by EPYX.

MATTHEW HUBBARD

Matt started at Atari in 1980, where he wrote Submarine Commander for the Atari 2600, a game released as a Sears exclusive. He later went to Activision where he wrote the amazing VCS game, Dolphin. In addition, Matt programmed Zenji for the Atari 8-bit computers.

JIM HUETHER

Jim kept himself quite busy as one of the top Atari programmers, crafting such classic titles as Flag Capture, Sky Diver, Steeplechase, and helping out with RealSports Volleyball as well as an unreleased football game. His 5200 titles include Realsports Football and the unreleased Xevious. He even programmed an Atari 8-bit computer game called Micro Movie. Jim has worked with Epyx and Sega and contributed to such games as The Sporting News Baseball, California Games II, Cartoon Maker, Joe Montana Football, and Castle of Illusion.

JERRY JESSOP

During his tenure with Atari from 1977-1985, Mr. Jessop was involved with the testing and repair of pinball machines, and later worked on hardware development for home videogame consoles and computers as a Senior Technical Associate in consumer hardware design.

DAVE JOHNSON

An alumnus from both Atari and Imagic, Dave is best known for his brilliant game Quick Step for the Atari 2600 and 400/800 computers. He also ported Imagic's Demon Attack and Atlantis to the Atari computers as well as Demon Attack for the Odyssey2.

LARRY KAPLAN

Larry got his start at Atari where he brought us such classics as Air-Sea Battle, Bowling, Brain Games and Street Racer. Larry went on to be one of the founders of Activision where he programmed the mega-hit Kaboom! among others.

GERRY KARR

Gerry was one of the masterminds involved with the Vectrex. He was the Technical Designer of the vector-based classic game console and knows the system inside and out.

JOE KING

Joe worked on a greater variety of game systems than any other artist or programmer at Mattel, contributing graphics for games on the Intellivision, Atari 2600, Colecovision, Apple II, and Aquarius. He was also picked to do some demos for Intellivision III and the top secret Intellivision IV. His Intellivision titles included Motocross, Loco-Motion, and Space Shuttle. Joe was also the co-designer of Hover Force and the unreleased Magic Carousel.

DAN KITCHEN

Dan got his start with a couple of Apple II text adventure games - Crystal Caverns and Crime Stopper. He joined Activision where he brought us such classics as Crackpots, Double Dragon, Ghostbusters, and Kung-Fu Master. Dan left in 1986 and co-founded Absolute Entertainment with several other ex-Activision employees and served as their Executive Vice President.

GARRY KITCHEN

Garry's first game was Bank Shot, a Parker Bros. hand-held, that was named as one of the 10 best toys of 1980. His first Atari 2600 product was Coleco's Donkey Kong. After joining Activision, Garry designed the award-winning Keystone Kapers, as well as Pressure Cooker and Space Jockey (U.S. Games). Garry moved into the Commodore 64 arena where he created The Designer's Pencil and Garry Kitchen's Gamemaker, which earned him the title of Video Game Designer of the Year in 1985.

DENNIS KOBLE

Dennis got his start in Atari's coin-op division, where he developed Avalanche, Dominoes, and the popular Sprint 2. He later moved into Atari's fledgling hand-held division and designed Touch Me. In 1982 he and Bill Grubb established Imagic where he programmed a string of hits including Atlantis, Trick Shot, Shooting Gallery and Solar Storm. In 1984 he joined Sente Corporation where he designed Night Stalker, Mini-Golf and several other arcade games.

MARK KLEIN

Mark is the author of the acclaimed 2600 game, Subterranea. He also wrote the unreleased title Pick-Up which is debuting here at CGE. Aside from his programming expertise, Mark was also one of the founders of Digital Pictures.

DAN KRAMER

Worked in the hardware division of Atari in the early 1980's. Best known for designing the Atari 2600 and 5200 Trak-Ball controllers.

Please note: The alumni listings are current as of this printing and are subject to change.

ALUMNI

FRANZ LANZINGER

Franz worked as a programmer and game designer at Atari Games and Tengen. Early on in his career he programmed and designed the ground-breaking arcade hit, Crystal Castles. A terrific video game player himself, Franz even held the world record for the arcade version of Centipede for six months in 1981. At Tengen, Franz worked on Toobin' for the NES, Ms. Pac-Man for the NES and Genesis, and Rampart for the NES and SNES.

JERRY LAWSON

Jerry was the mastermind behind the Fairchild Channel F videogame console. He later formed Videosoft and released Color Bar Generator, a service center diagnostic tool used for calibrating television colors.

MARK LESSER

Mark's career in electronic gaming has spanned 25 years, from the early days of 4-bit handhelds through the evolution of the video game console. At Mattel, Mark programmed numerous handhelds including AutoRace, Football I, Baseball, Missile Attack, Brain Baffler, and the Horoscope Computer. Mark later went to Parker Bros. where he wrote Frogger II and the unreleased Lord of the Rings for the Atari VCS. He later did some work on the Genesis creating Madden '93 Football, and the NHL Hockey series from 1994 through 1997.

DAVID LEVINE

David was one of the programming wizards at Lucasfilm in the 80's where he brought us the insanely amazing Ballblazer. He also contributed to Rescue on Fractalus and other Lucas projects.

RICK LEVINE

While at Mattel, Rick wrote PBA Bowling for the Intellivision. He later left for Imagic where he created the incredible hits, Microsurgeon and Truckin'.

ED LOGG

Aside from his lone VCS game Othello, Ed was one of the main people responsible for Atari's arcade dominance. Ed brought us such classics as Dirt Bike, Super Breakout, Video Pinball, the legendary Asteroids and Centipede and Millipede. After the split of Atari, Ed stayed with the coin-op division and designed or helped design Gauntlet, Gauntlet II, Xybots, Steel Talons and Space Lords. He even wrote the amazing Tengen version of Tetris for the NES.

RONALD LOGSDON

Ron was one of the talented crew who worked at GCE, who brought us the spectacular Vectrex game console. Ron created Melody Master, one of the exclusive games that worked with the Vectrex Light Pen.

RICK MAURER

Rick started his career programming at Fairchild where he wrote Hangman, Pinball Challenge, and Pro Football for the Channel F. He later joined Atari and gave us Space Invaders for the VCS as well as Maze Craze. Rick later moved to the coin-op side where he helped design the popular Asteroids sequel, Space Duel.

SUSAN MCBRIDE

Susan has designed, developed and managed over 100 game titles. She started her career as a computer animator/artist and designer at Atari Coin-Op working on such classics as Gauntlet, Crystal Castles, Vindicators, Pit Fighter, and many others. She then moved to Atari Corp. where she headed up the graphics department for Lynx and Jaguar development.

ROBERT MCNALLY

Robert's better-known titles include the Apple II versions of Sega's Star Trek: Strategic Operations Simulator, Activision's Ghostbusters, Datamost's Mr. Robot And His Robot Factory, and an original title for the Amiga based on The Jetsons.

ALAN MILLER

A master programmer at Atari where he designed such classics as Hangman, Basketball, and the incredibly addictive Surround, Alan left the company to help form Activision, the first 3rd party software publisher. At Activision, he penned numerous hits for the Atari VCS including Checkers, Tennis, Ice Hockey, Starmaster, and Robot Tank.

PAUL ALLEN NEWELL

Paul was the Designer/Programmer of Scramble for the Vectrex console. He also designed and programmed US Games's Towering Inferno for the Atari VCS, and Simutrek's CubeQuest (the Vectrex version debuted at CGE 2002).

KAREN NUGENT

Karen was a graphic artist at Mattel and was the graphics designer for BurgerTime, Super Pro Football, Mission X, Scooby Doo's Maze Chase, and the unreleased Flinstone's Keyboard Fun. After Mattel, Karen produced the graphics for the incredible Sierra On-Line computer game, The Black Cauldron.

SAM PALAHNUK

Sam has designed, produced and shipped more than 25 products over his 20+ years in the industry. One of his most well-known titles is the classic coin-op hit, Star Trek. His experience encompasses all major interactive forms, including action, adventure, RPG, simulation, education, creativity, broadband, and arcade.

BOB POLARO

Bob's game career started with Commodore where he designed the PET titles, Baseball, Stock Portfolio, and Blackjack. He jumped to Atari and released States And Capitals, Hangman, Biorhythm, Lemonade Stand, and Mugwump for the Atari 8-bit computers. Bob really hit gold when he moved into 2600 development with such unforgettable titles as Defender, RealSports Volleyball, Desert Falcon, SprintMaster and Road Runner. He also designed the 2600 version of Rampage for Activision.

MIKE ROUNDS

Mike Rounds joined the Entex team in 1980 as Director of Engineering and New Product Development during the company's meteoric rise to prominence in the early days of handheld electronic games. Under his tutelage, Entex expanded its hand held game development through the use of cutting edge technology, outside consultants and designers to achieve prominence in the world of toys and games.

KEITH ROBINSON

Keith joined Mattel as a programmer and designed the game, TRON Solar Sailer. He then moved into a management position where he supervised the production of titles for Intellivision, Coleco, and other platforms. After Mattel sold the Intellivision rights to INTV Corp., Keith started a graphic design firm that was contracted to design the package art for INTV's Intellivision releases until INTV shut down in 1990

STEPHEN RONEY

Stephen co-designed and co-programmed the Intellivoice games Space Spartans, B-17 Bomber, and the unreleased Space Shuttle. He also designed and programmed the unreleased game Hypnotic Lights as well as handling the conversion of Utopia to the Aquarius Home Computer System.

ED ROTBERG

Ed designed coin-ops during three decades, working with both Atari and Sente. His first arcade design was Atari Baseball in 1979 but he is best known for designing the classic arcade hit, Battlezone. He later moved to Sente and designed titles such as Snake Pit, Hat Trick, and Goalie Ghost. In 1987 he returned to Atari and was responsible for the design of the brilliant S.T.U.N. Runner coin-op. He was the lead designer on Atari's Blasteroids and Shuuz, and co-designed Steel Talons with Ed Logg.

OWEN RUBIN

The third programmer hired at Atari, Owen worked there for almost 9 years. He developed some of their earliest arcade hits like Sky Diver and Human Cannonball. He was also responsible for several of Atari's vector games like Space Duel, Major Havoc, and Tunnel Hunt. Owen later worked at Bally/Sente where he designed the first motion simulator game, as well as several other Sente original arcade games.

JOHN SKRUCH

Joining Atari in 1982, John's primary responsibility was the AtariSoft line of software. When Jack Tramiel bought the company in 1984, John was responsible for identifying and cataloging all the various projects and prototypes that remained, and also determining which ones were feasible to complete. He later served as Atari's Director of Software Development and was literally the last employee left when the company shut down in 1996.

TOM SLOPER

Tom's first game design was a game watch from GCE called "Game Time". He then moved onto the Vectrex system where he designed Spike and Bedlam. Tom joined Atari Corp. as Director of Product Development where he spearheaded the revitalization of the 2600 and 7800 game systems.

JAY SMITH

Founder of Smith Engineering, where he was the mastermind behind the Vectrex, a cartridge-based game system which featured a 9-inch vectorscan display. Founder and CEO of Adrenalin Interactive, Inc.

ROBERT SMITH

Like many others, Bob started at Atari where he programmed the best-selling Atari VCS version of Video Pinball. Bob then hooked up with Imagic where he released Riddle of the Sphinx, Star Voyager, Dragonfire, and Moonsweeper. He was then contracted to develop the Atari 2600 version of Star Wars for Parker Bros.

JOHN SOHL

John was the Designer of the Intellivision classic Astrosmash and was the lead designer on B-17 Bomber. He also worked on C-64 versions of Mind Pursuit and 221-B Baker Street for Data East as well as a consultant for Mattel on their Power Glove input device for the NES.

BRAD STEWART

While at Atari, Brad programmed the incredible Asteroids and Breakout games for the 2600 VCS. He also programmed Atari's Music Composer cartridge for the 8-bit line of computers. After Atari, Brad joined Imagic where he wrote the classic game Firefighter as well as the unreleased Sky Patrol. Brad is also responsible for programming the Atari 8-bit computer version of Star Wars for Parker Brothers.

DAVE WARHOL

David worked with other "Blue Sky Rangers" at Mattel Electronics, designing and writing Mind Strike, co-writing Thunder Castle, and contributing to the audio on a number of other games. His music and audio can also be found in C64, Atari 400/800, Apple II, and Amiga products.

HOWARD SCOTT WARSHAW

Howard Scott Warshaw came to Silicon Valley in 1979 and, after a brief stint at Hewlett Packard, joined Atari. There he produced Yar's Revenge (Atari's biggest selling original game), Raiders of the Lost Ark, and the infamous E.T.

BILL WENTWORTH

Bill has almost 20 years of experience in the graphic design field and has inked some of the best game covers around including numerous titles for Absolute Entertainment. He is currently the Vice President of Creative Development at Skyworks Technologies.

BOB WHITEHEAD

Another Atari employee that left to co-found Activision, Bob is the programming wizard who designed a slew of the best VCS carts around including Blackjack, Home Run, Football, Star Ship, Casino, Video Chess, Boxing, Skiing, Stampede, Chopper Command, Sky Jinks, and Private Eye. Bob and fellow Activision alum Alan Miller started Accolade in 1985 where he developed Hardball and 4th & Inches for the C64.

STEVE WOITA

Steve started at Apple where he co-designed a device called the JOYPORT which was licensed by Sirius. The Joyport allowed 4 game paddles and 2 Atari controllers to be hooked up to an Apple II. Steve later went to Atari where he desinged three games for the VCS: Quadrun (the first home videogame withvoice that didn't require extra hardware), Taz, and Asterix. After Atari, Steve did more contract for Apple before going to Tengen to create Super Sprint for the NES.

STEVE WOZNIAK

A member of the Inventors Hall of Fame and winner of the prestigious Heinz Award for Technology, Steve helped shape the computing industry with his design of Apple's first line of products, the Apple I and II. For his achievements at Apple Computer, Steve was awarded the National Medal of Technology by the President of the United States in 1985, the highest honor bestowed America's leading innovators.

AUTOGRAPHS

AUTOGRAPHS

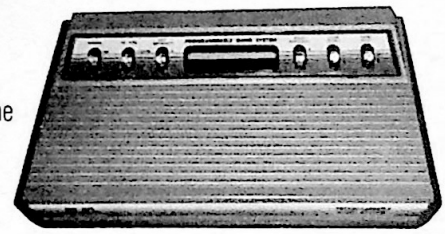
MUSEUM

CLASSIC GAMING EXPO MUSEUM HIGHLIGHTS

The CGE Museum includes a wide selection of videogame items. From games and systems that most of us had while growing up, to the most obscure prototypes and one-of-a-kind items you'll ever see. Each year items are shipped from all over the world and assembled into what is the largest and most comprehensive collection of videogame history ever put on public display. While the core items remain the same from year to year, contributions and loans from our celebrity guests as well as the attendees are constantly changing.

This is one of the most popular aspects of Classic Gaming Expo. It gives people an opportunity to see and touch pieces of videogame history that they would otherwise have never seen.

From Ralph Baer' "Brown Box" to Jay Smith' Color Vectrex, here's just a few of the hundreds of items that have been on display....



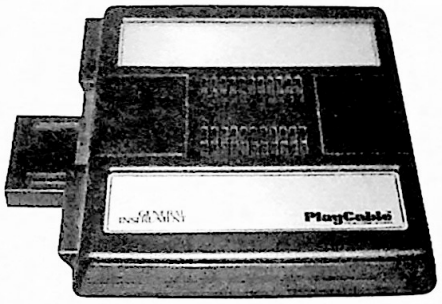
The Kee Games version of the Atari 2600. This is the only mock-up known to exist.

2600 Rarities. Items like the CX-2000 VCS, CX-2700 (Remote Control VCS), CX-2800 (Japanese VCS), and the Kee Games model of the Atari 2600 are prototypes or mock-ups that never made it into production. Also on display are some of the rarest cartridges in existence including Magicard, Video Life, and Eli's Ladder.

Atari 7800 keyboard add-on. Only two are known to exist.

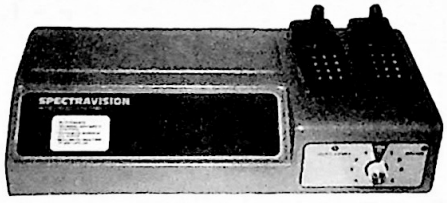
Add-ons. There have been numerous add-ons for the various systems over the years. Computer keyboards were a popular theme although many companies tried to boost the power of the machines with their products. Items like Answer Software's PGP-1 would allow you to alter the code from your favorite game. In addition to the two previously mentioned items, the museum has hosted a diverse mix of popular and rare add-ons including the Starpath Supercharger, Compumate Keyboard, Gameline Modem, KidVid Module, Vidco Copy Cart, and the Atari Mindlink Controller.

Stand-alones. This section includes many of numerous home pong-type systems and handhelds that have been made over the years. Atari released several of these including Video Pinball, Stunt Cycle, Ultra Pong, and others. There are also a few that they didn't release like the Cosmos Holographic System, Atari Game Brain, and even a box for a handheld version of Space Invaders. Look for an incredible collection of handhelds this year on loan from collector Rik Morgan.



The Playcable Modem for Intellivision. Only test-marketed in certain areas of the U.S. and Canada.

Intellivision. The Intellivision section of the museum contains just about every released and unreleased item. The Music Keyboard, System Changer, ECS Computer, Intellivoice, and original Keyboard Component make up the bulk of this section. Also included is a rare selection of prototype, demonstration, and test cartridges.



Atari 5200 Hotel Console. Used by hotels to offer in-room games and movies.

Atari 5200. A fascinating section showing some great rarities like the Atari Kid's Controller, Atari 5100 (5200 Jr.), 5200 Paddle Controller, Masterplay Interface, and Starcon Arcade Joystick. A selection of software prototypes including Tempest and Asteroids has also been on display.

Misc. As if all that wasn't enough, there's still tons of items we don't have space to mention. Systems and rarities for the Odyssey, Vectrex, and Coleco categories, as well as a load of oddball, rare items, and videogame memorabilia round out the display. Feel free to take pictures and enjoy!

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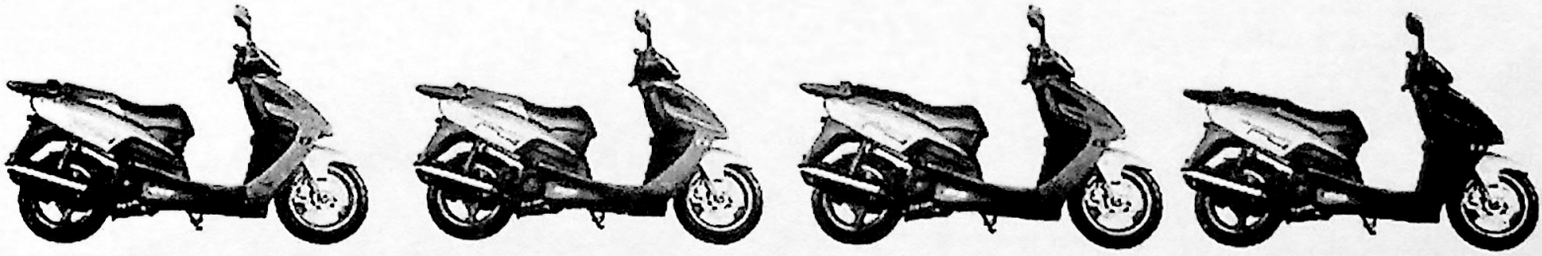

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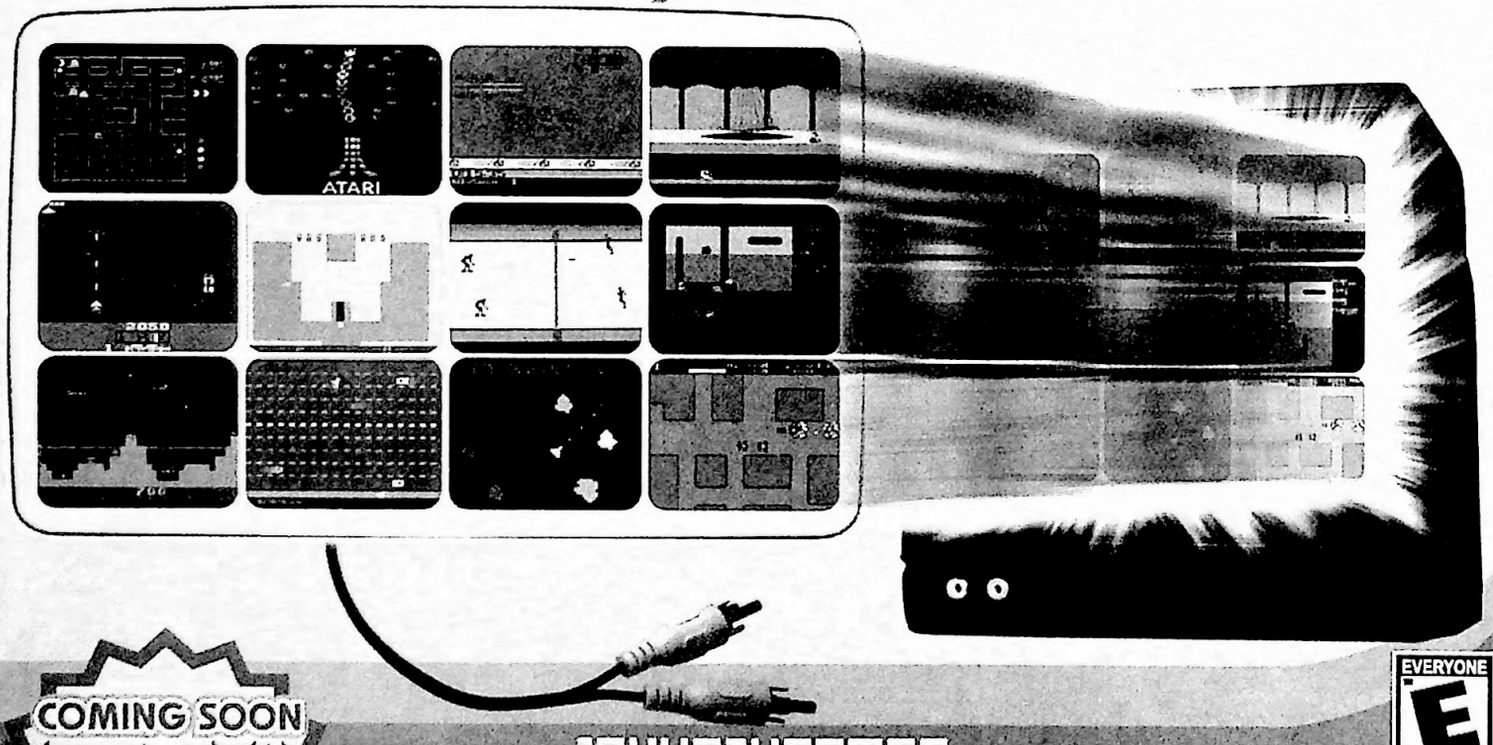

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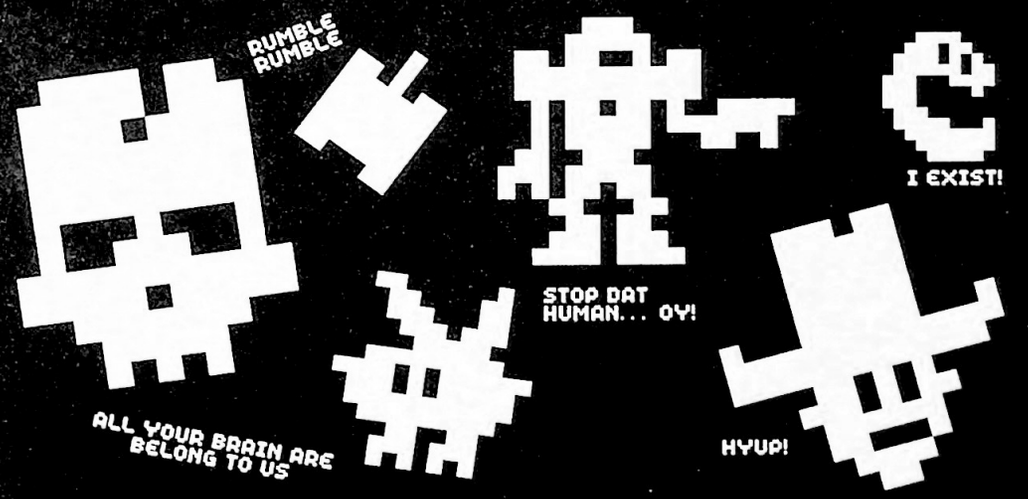

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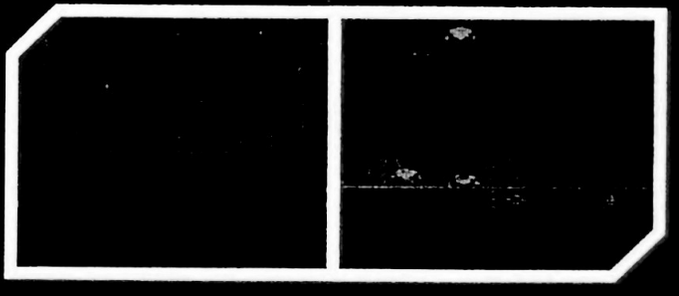

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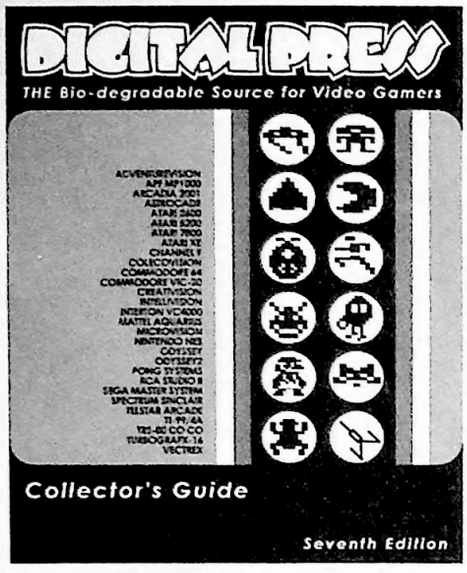

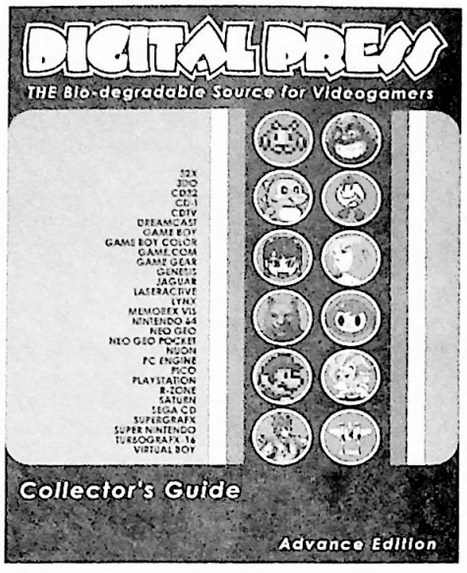

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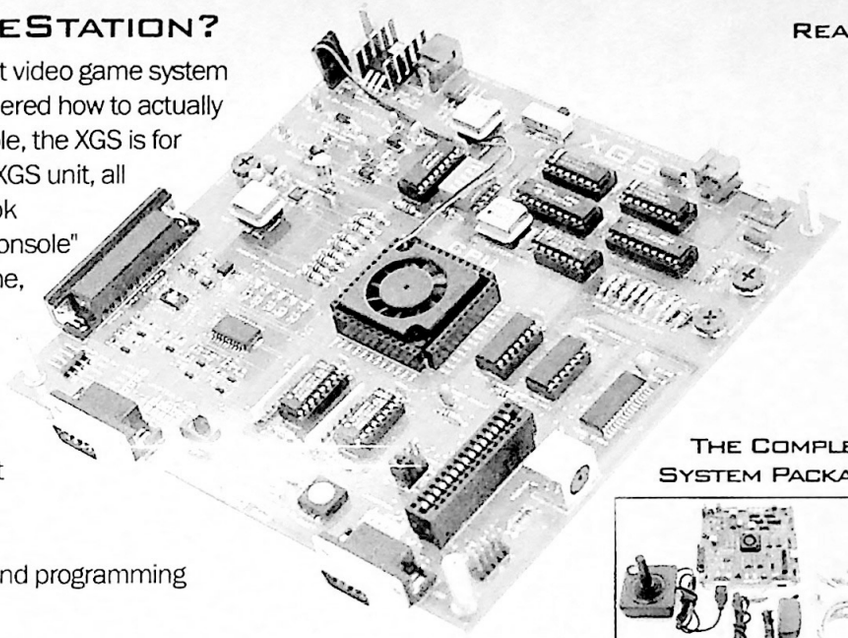

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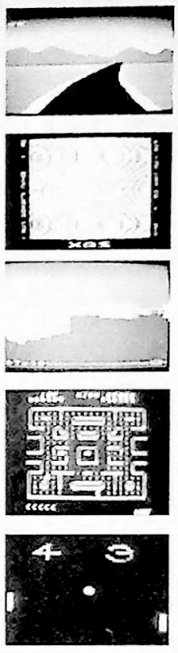

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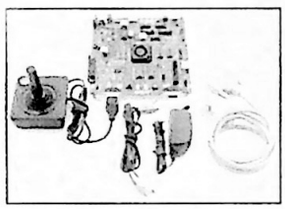

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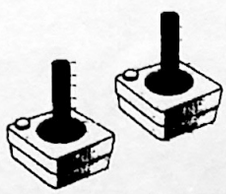

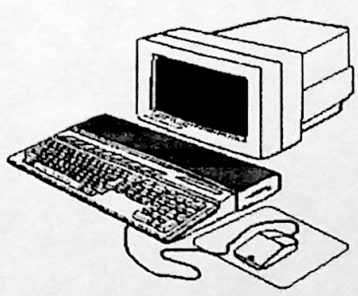

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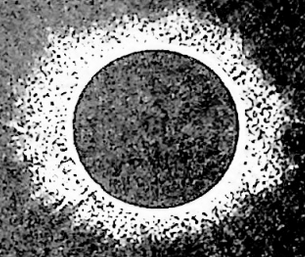

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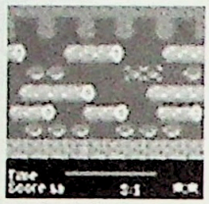

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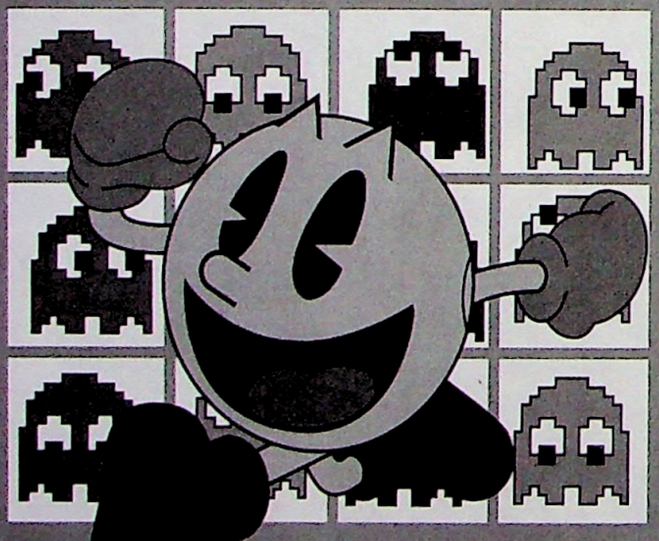

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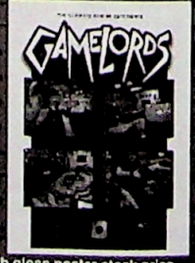

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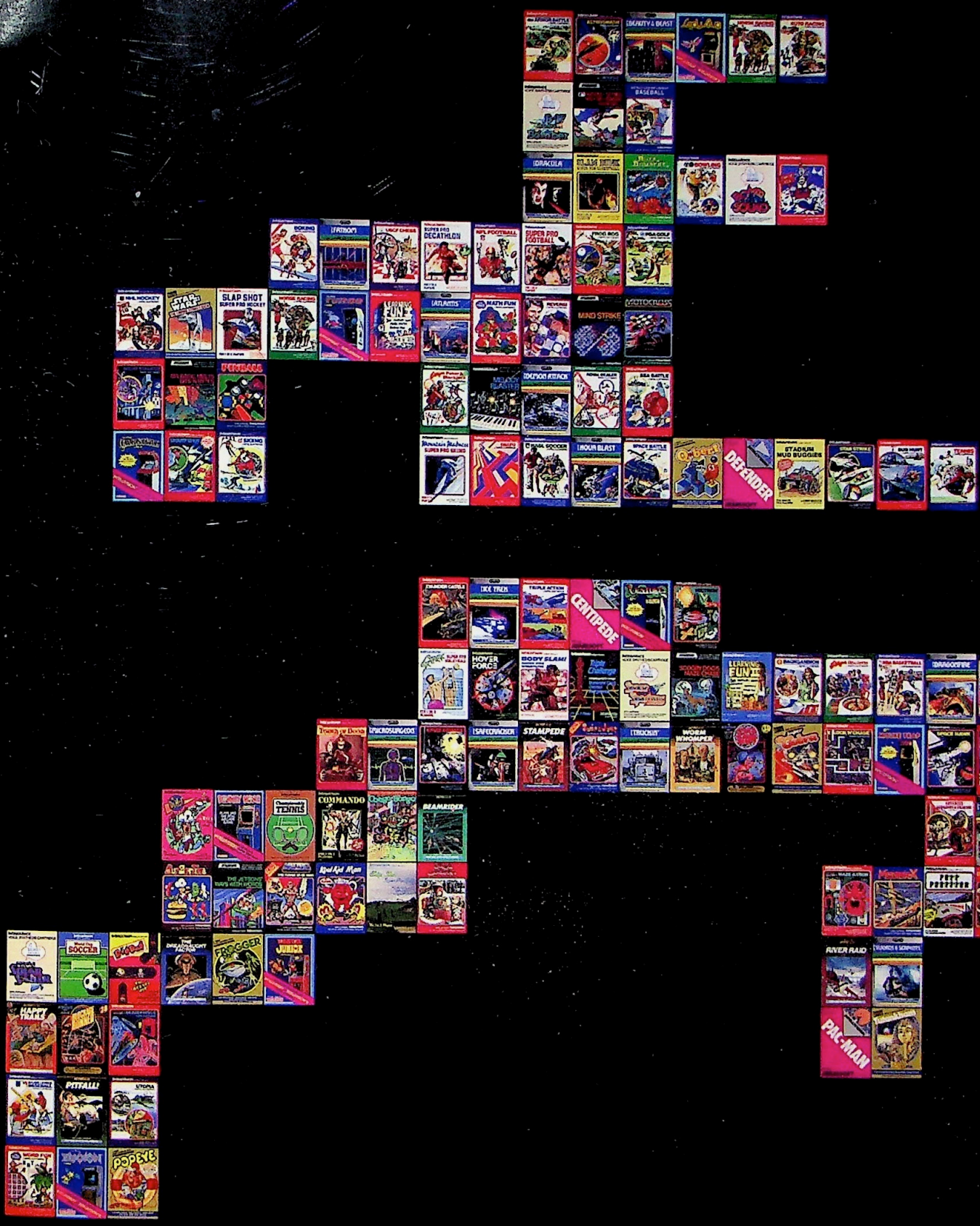

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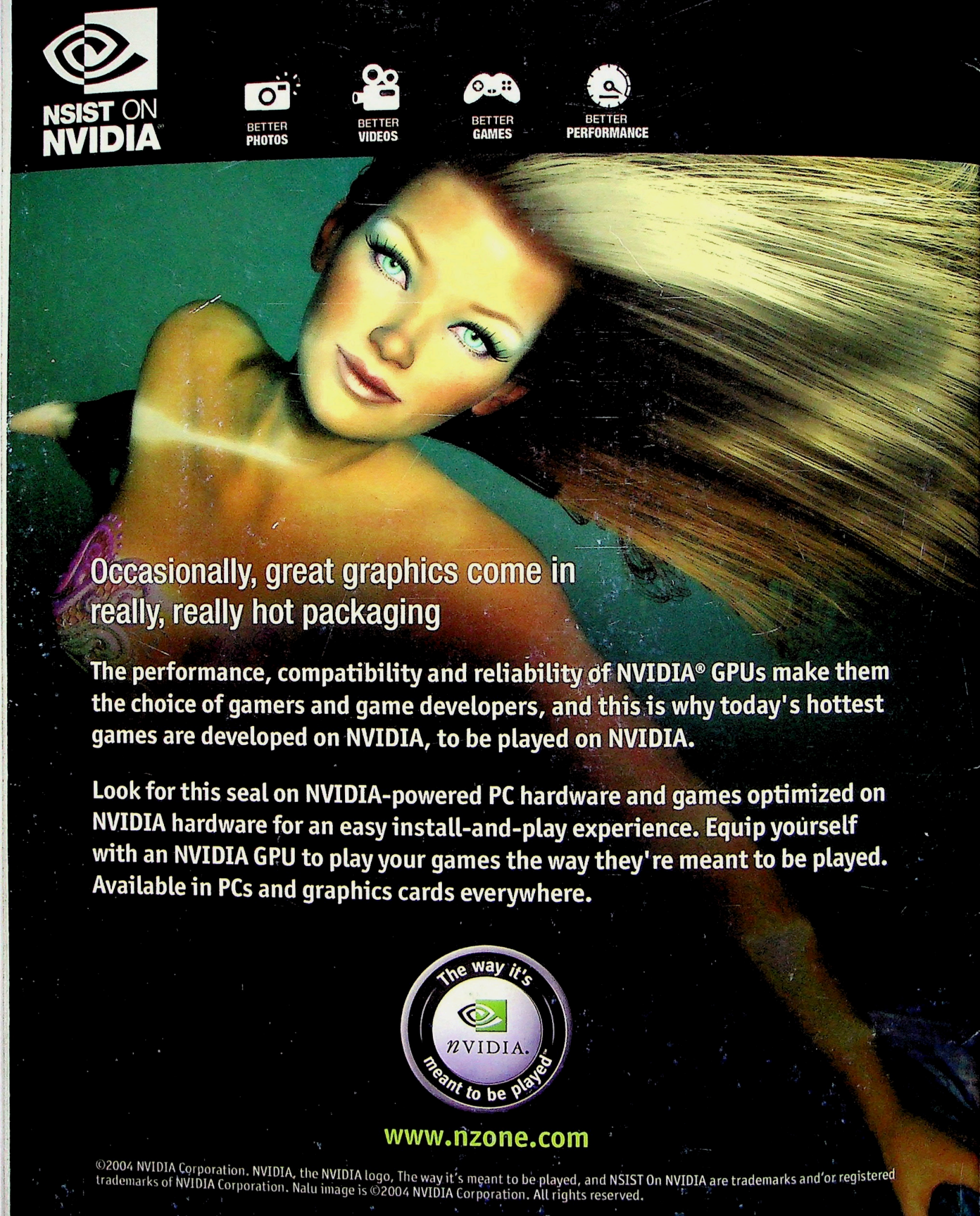
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